Enhancement Quick Guide

ENHANCING ABILITY CARDS

Once players have completed "The Power of Enhancement" global achievement, they can spend gold while visiting Gloomhaven to increase the power of their ability cards. To do this, a player places the desired sticker from the enhancement sticker sheets onto a designated spot (a) of an ability card in their character's active card pool. This sticker denotes a **permanent** enhancement to the ability.

Ability cards can be enhanced in a variety of ways, with each costing a specific amount of gold. This cost must be paid by the character whose ability card is being enhanced.

Each kind of enhancement sticker has a different function and has restrictions on where it can be placed. "Main line ability" refers to an ability written in large font (as opposed to modifiers written in a smaller font under the main line):

Can be placed on any ability line or summon base stat line with a numerical value. That value is increased by 1.

Can be placed on any main ability line that targets enemies. The specified condition is applied to all targets of the ability.

Can be placed on any main ability line that affects allies or yourself. A "Move" ability does not count as affecting yourself. The specified condition is applied to all targets of the ability.

Can be placed on any "Move" ability line. The movement is now considered a jump.

Can be placed on any main ability line. The element is created when the ability is used. In the case of a the player chooses the element as normal.

Can be placed to increase the graphical depiction of an area attack. The new hex becomes an additional target of the attack.

The base cost associated with any enhancement depends on the sticker **and** what ability the sticker is enhancing. Double the base cost of an enhancement (other than an attack hex) if it is applied to an ability that targets multiple figures. Additional costs are added based on the level of the ability card and the number of previously placed enhancement stickers on the same **action**.

The total number of enhanced cards in a class's ability deck must be **equal to or less than** the prosperity level of the town. Once placed, enhancement stickers should never be removed. **Enhancements persist through all instances of a specific character class, even after retirement.**

Base +1 Enhancement Cost	
Move	30g
Attack	50g
Range	30g
Shield	100g
PUSH	30g
PULL	30g
PIERCE	30g
Retaliate	100g
Heal	30g
Target	50g
Teleport	40g
(For summons)	
Move	100g
Attack	100g
Range	50g
HP	50g

Base Other Effects Cost	
POISON	75g
WOUND	75g
MUDDLE	50g
IMMOBILIZE	100g
DISARM	150g
CURSE	75g
STRENGTHEN	50g
BLESS	50g
REGENERATE	50g
Jump	50g
Specific element	100g
Any element	150g

Level of Ability Card	
1	+ 0g
2	+ 25g
3	+ 50g
4	+ 75g
5	+ 100g
6	+ 125g
7	+ 150g
8	+ 175g
9	+ 200g

Number of Previous Enhancements	
0	+ 0g
1	+ 75g
2	+ 150g
3	+ 225g

Double base cost for any ability with multiple targets.

Attack Hex	200g divided by the number of hexes currently targeted with the attack

Example: *The Brute wishes to enhance the top action of his ability card with a +1 on the attack a. The base cost of this is 50 gold, but it is doubled because the attack targets multiple enemies. In addition, this is a level 3 ability card b, so another 50 gold is added, for a total of 150 gold. Afterwards, the Brute now wants to add an attack hex to the action c. This would normally cost 66 gold (200 gold divided by three existing hexes, rounded down), but again, 50 gold is added because the card is level 3, and now an additional 75 gold is added because the action was previously enhanced once, for a total 191 gold.*